MASTERS OF THE UNIVERSE™

Kid Stuff RECORDS & TAPES
KSR 615

CASTLE GRAYSKULL

SEE the pictures HEAR the story READ the book

THIS BOOK BELONGS TO:

My Name is

My Address is

City State

My Phone Number is

CASTLE GRAYSKULL

This is your Masters of the Universe Read-Along-Book. Every time you hear this sound . . . it means it's time to turn the page in your storybook. Now we are ready to begin our adventure. Open your book and we will start the story of Castle Grayskull and remember, when you hear the sound, turn the page.

Masters of the Universe, Castle Grayskull, He-Man, Skeletor, Evil-Lyn, Teela, Battle Cat, Beast Man and Tri-Klops are trademarks owned by and used under license from Mattel, Inc.

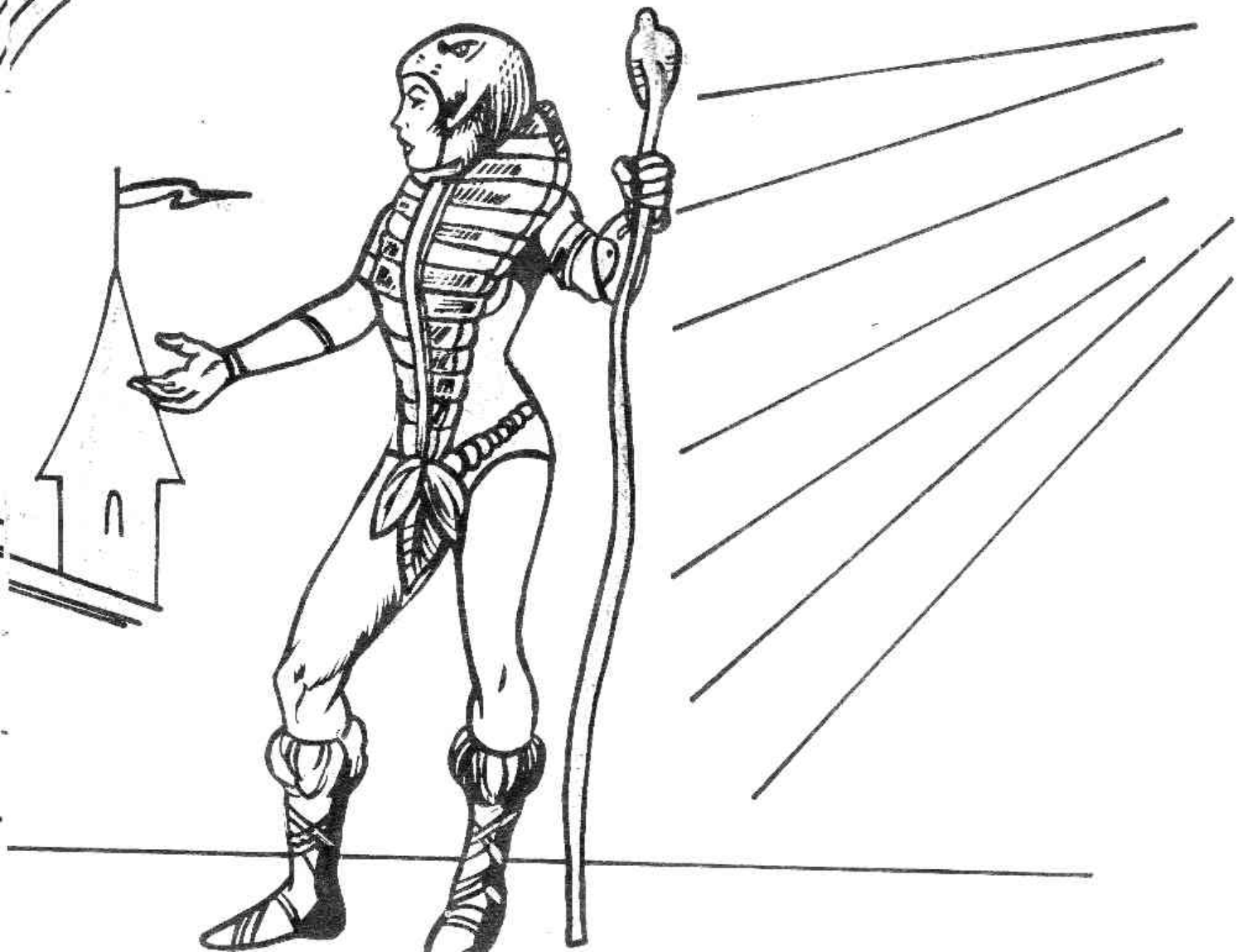
© Mattel, Inc. 1983. All Rights Reserved.

Designed and illustrated by Pathfinder Productions, Div. KMA

Silhouetted against the dark sky, deep within the Evergreen Forest on the planet Eternia stands Castle Grayskull, fortress of power and mystery. The huge stone structure looms large and frightening on the bleak hillside. A colossal skull glares down. Its black eyes stare silently out on the lonely terrain. Its lower jaw, ringed by sharp stone teeth, hangs open as a drawbridge entrance into the frightening castle. Only the brave or the foolhardy enter willingly into Castle Grayskull.

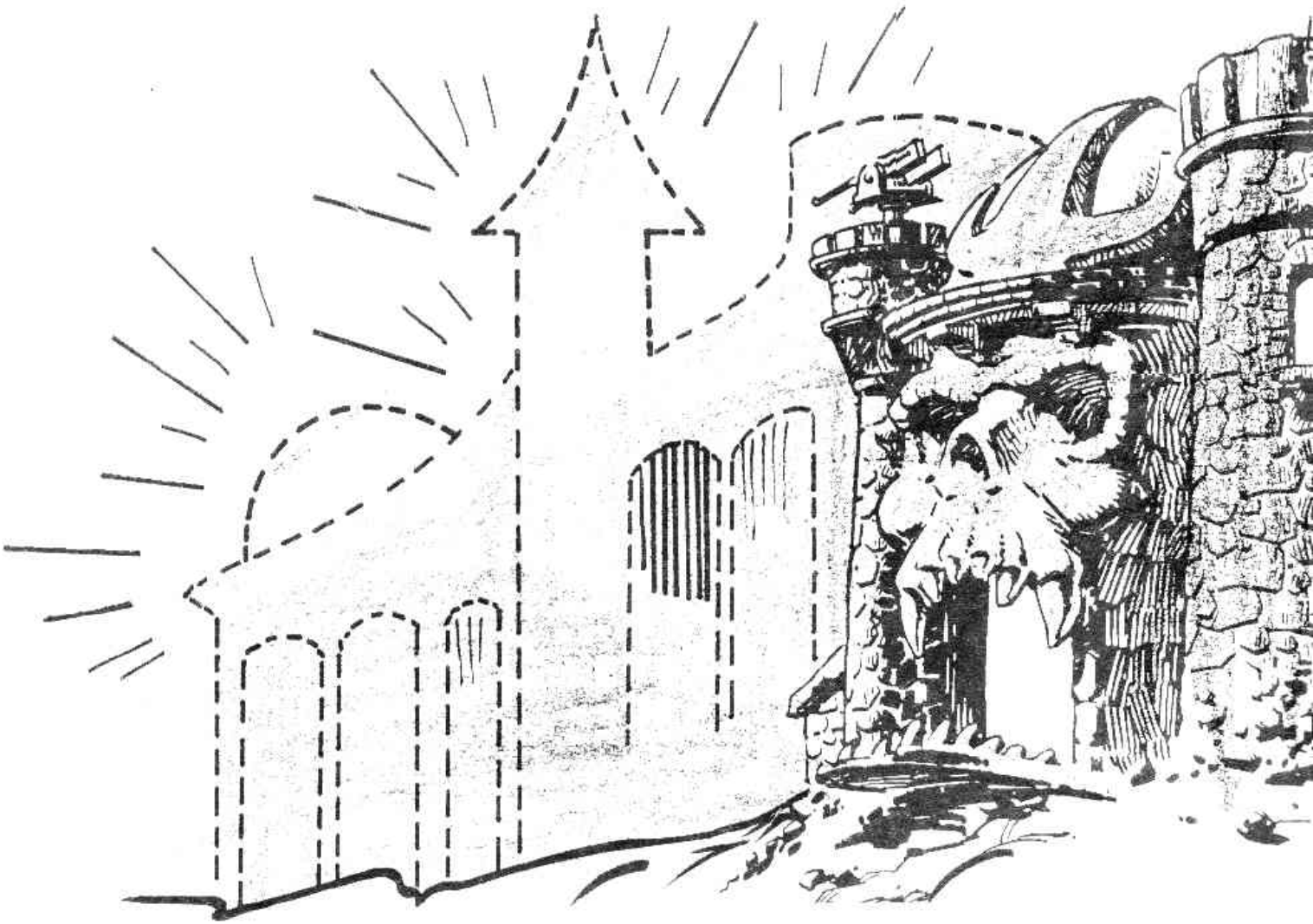
Castle Grayskull has not always existed in its present form. Many, many centuries ago it was the Hall of Wisdom, a beautiful building which glistened and glowed with the light of a million stars. The Hall of Wisdom was the center of Eternian culture and a storehouse of all knowledge in the universe. Within its glittering walls met the Council of Elders.

One day, a vision appeared to the Council of Elders. Out of a shimmering beam of white light stepped a beautiful woman, dressed in snake-shaped armor and carrying a stalk with the head of a snake at the top. She warned the Council that there was trouble ahead.

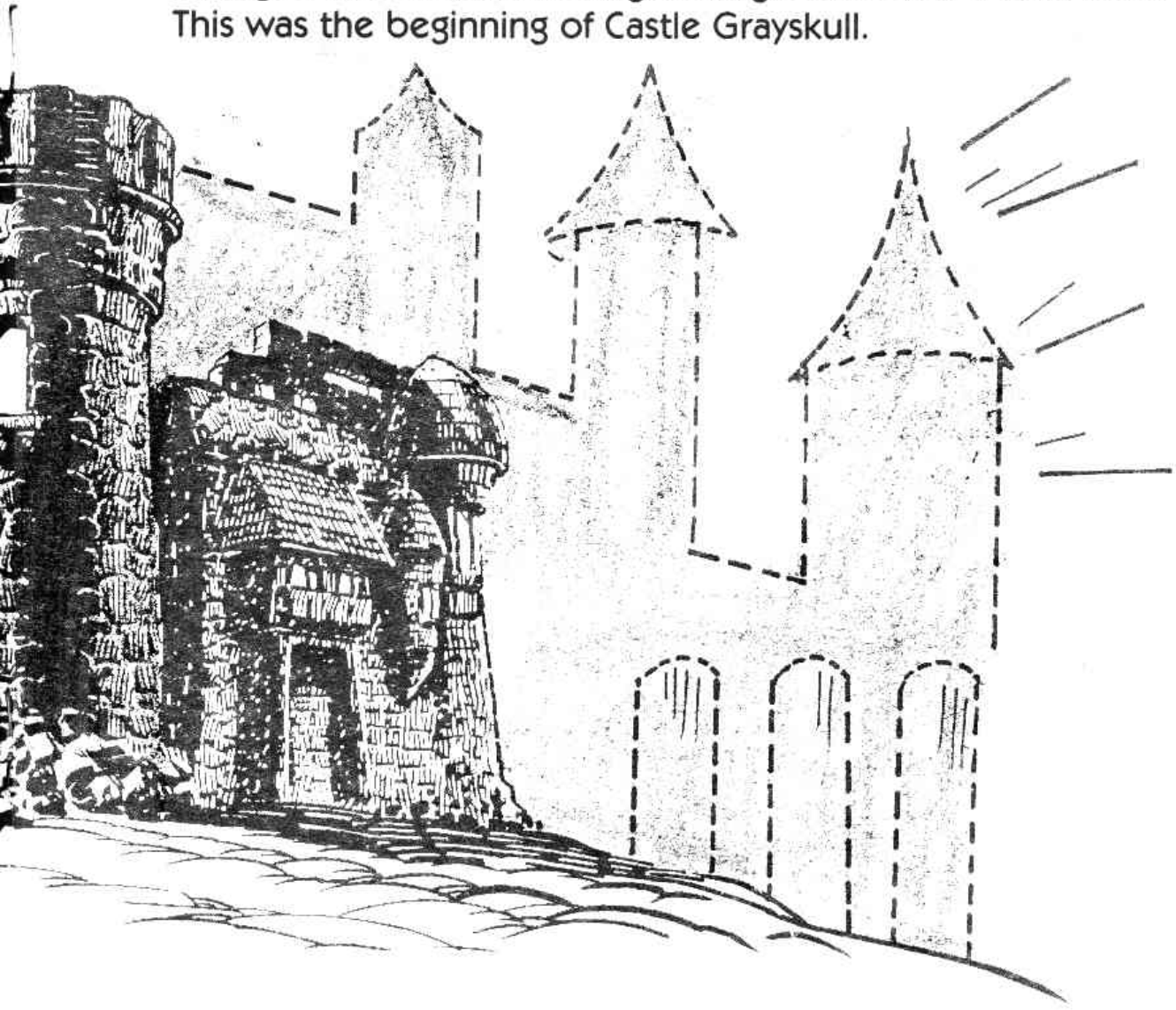


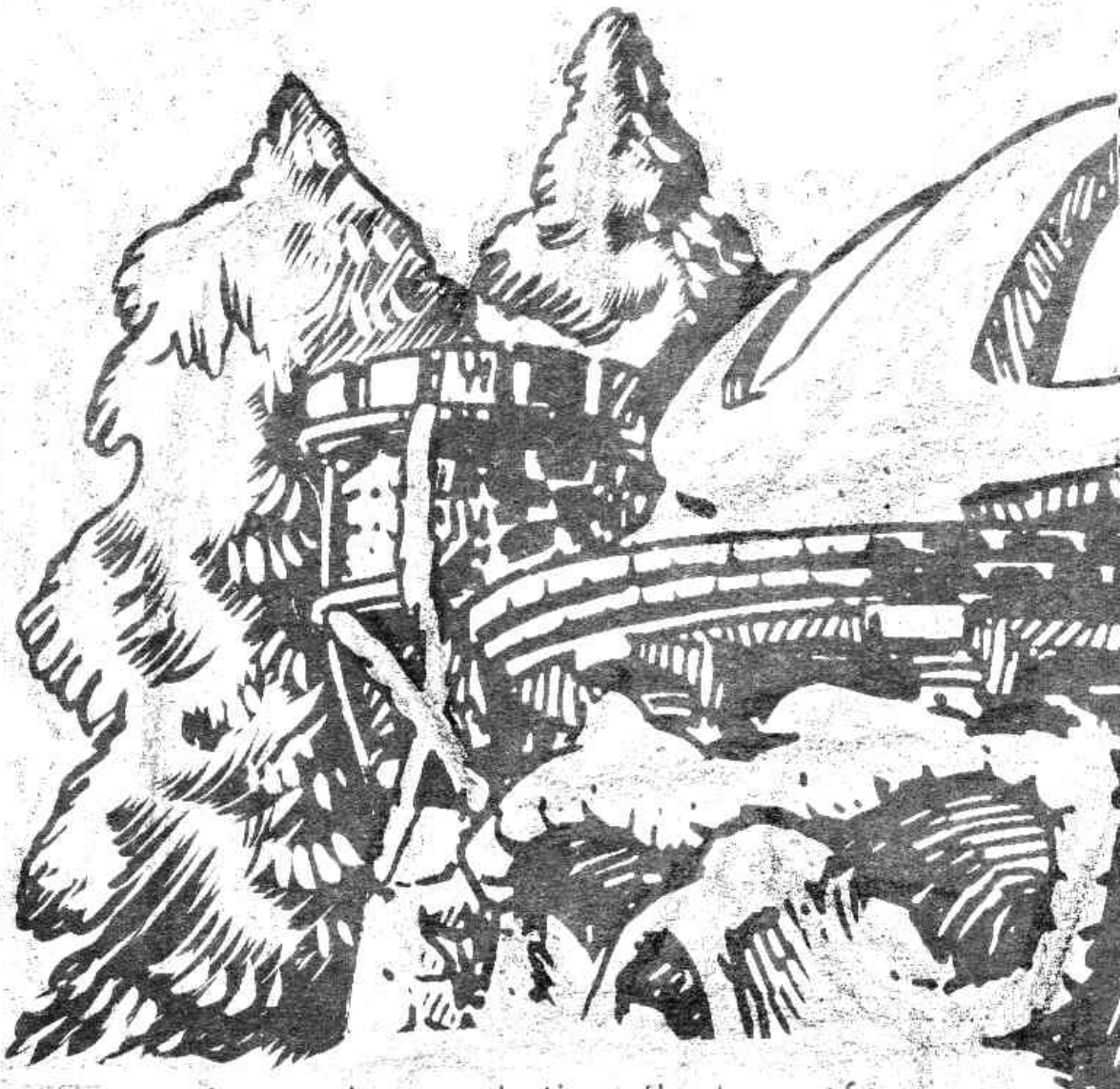
She foretold that one day the forces of evil, led by the wicked Skeletor would try to gain control of the planet. But there was hope. To protect the planet, a defender would arise—a being so strong and powerful that no matter how hard the forces of evil tried, they could not overcome him. His name would be He-Man!

In order to defeat the evil, He-Man would need help. In a blinding flash, the Council of Elders compressed all their strength and knowledge into a single ball of magical power. But there was a problem: if Skeletor and his evil helpers found this orb of power, they could gain control of the entire planet and perhaps the whole of the universe.

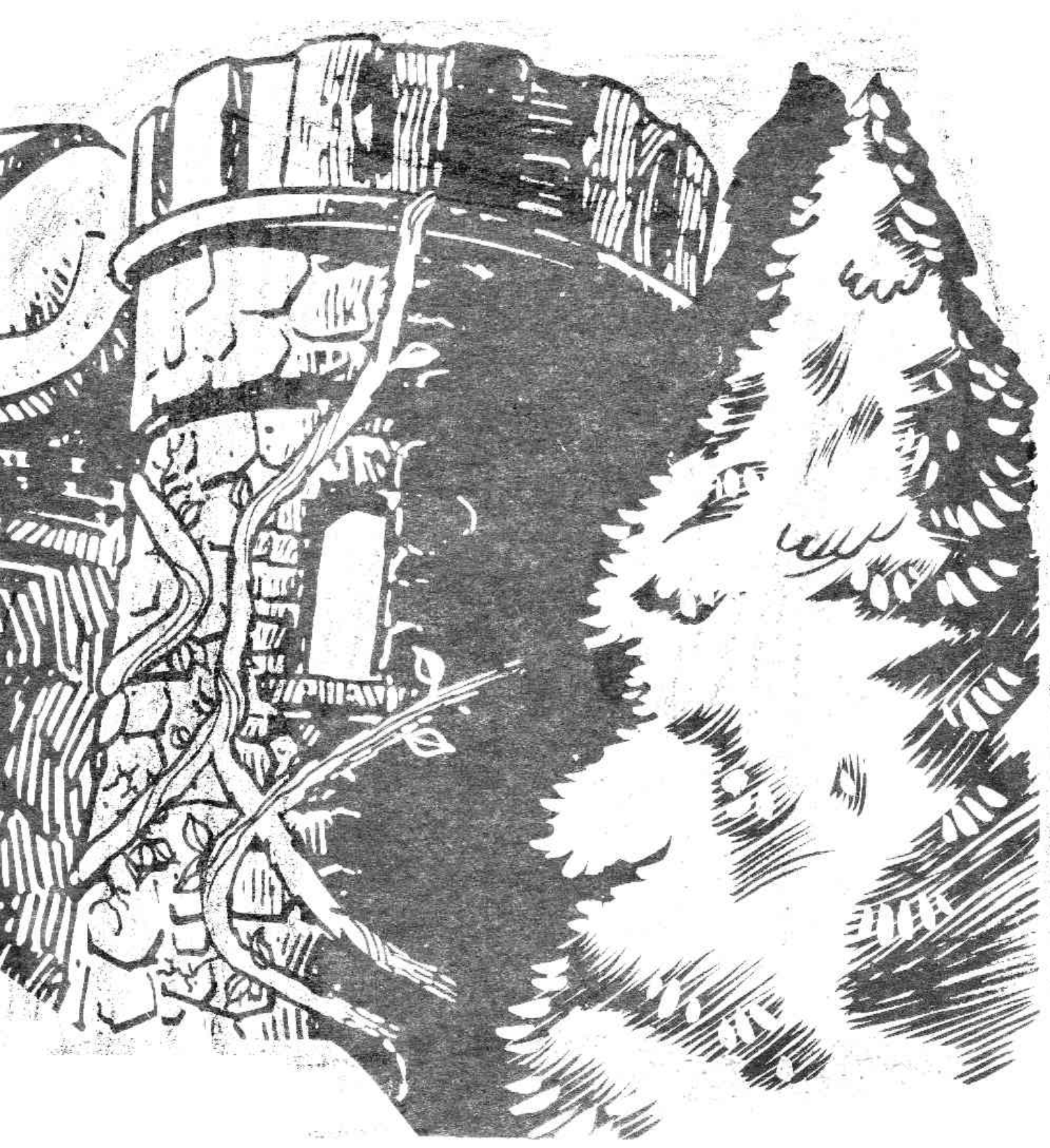


The Hall of Wisdom must be changed from a place of beauty to a building so frightening that no one, except the bravest of souls, would ever dare to enter. Thus, in a flash of blinding light, the very matter which made up the Hall of Wisdom was transformed. As the atoms shifted, the hall changed into a dark and frightening castle with a skull face. This was the beginning of Castle Grayskull.

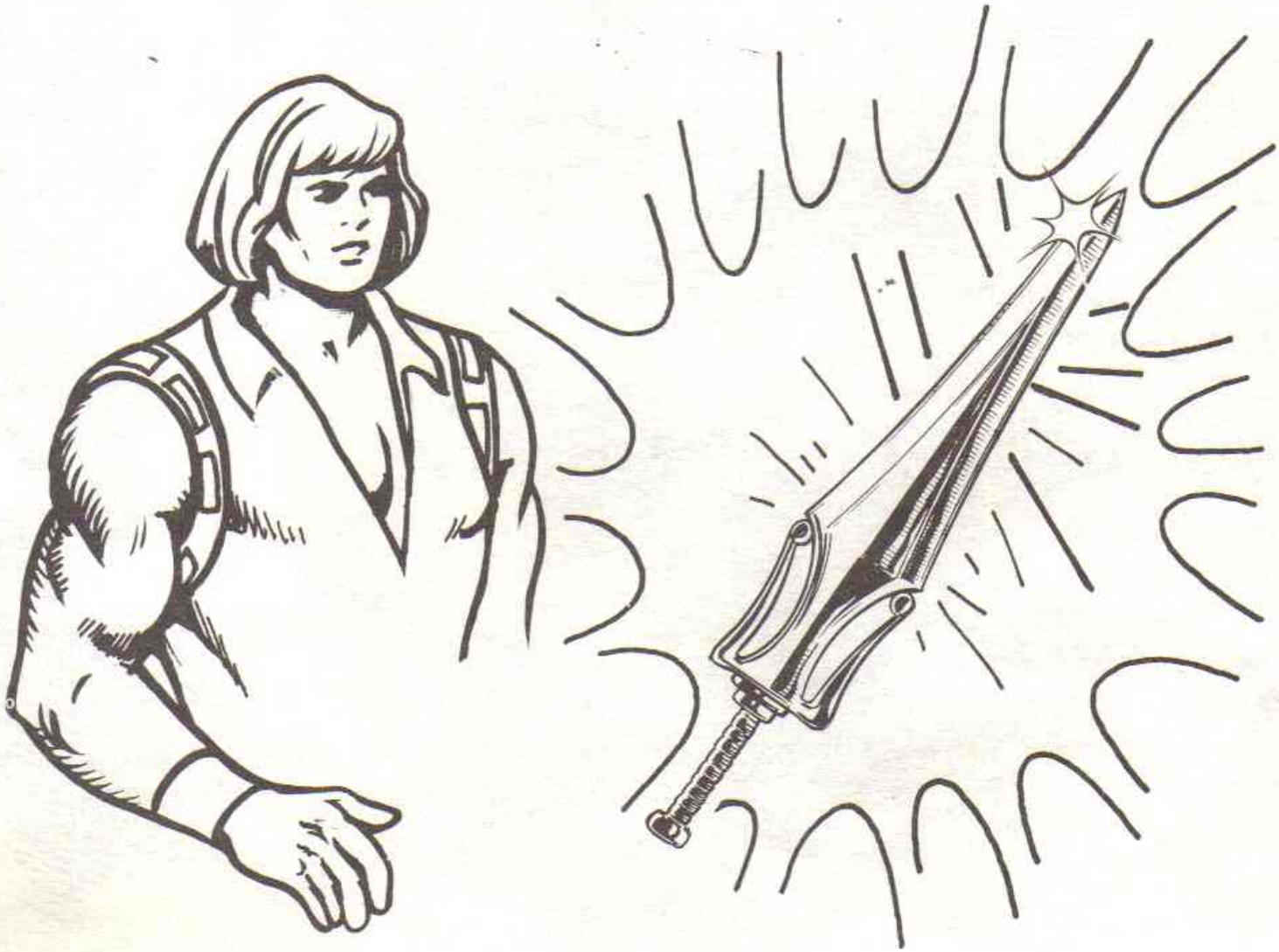




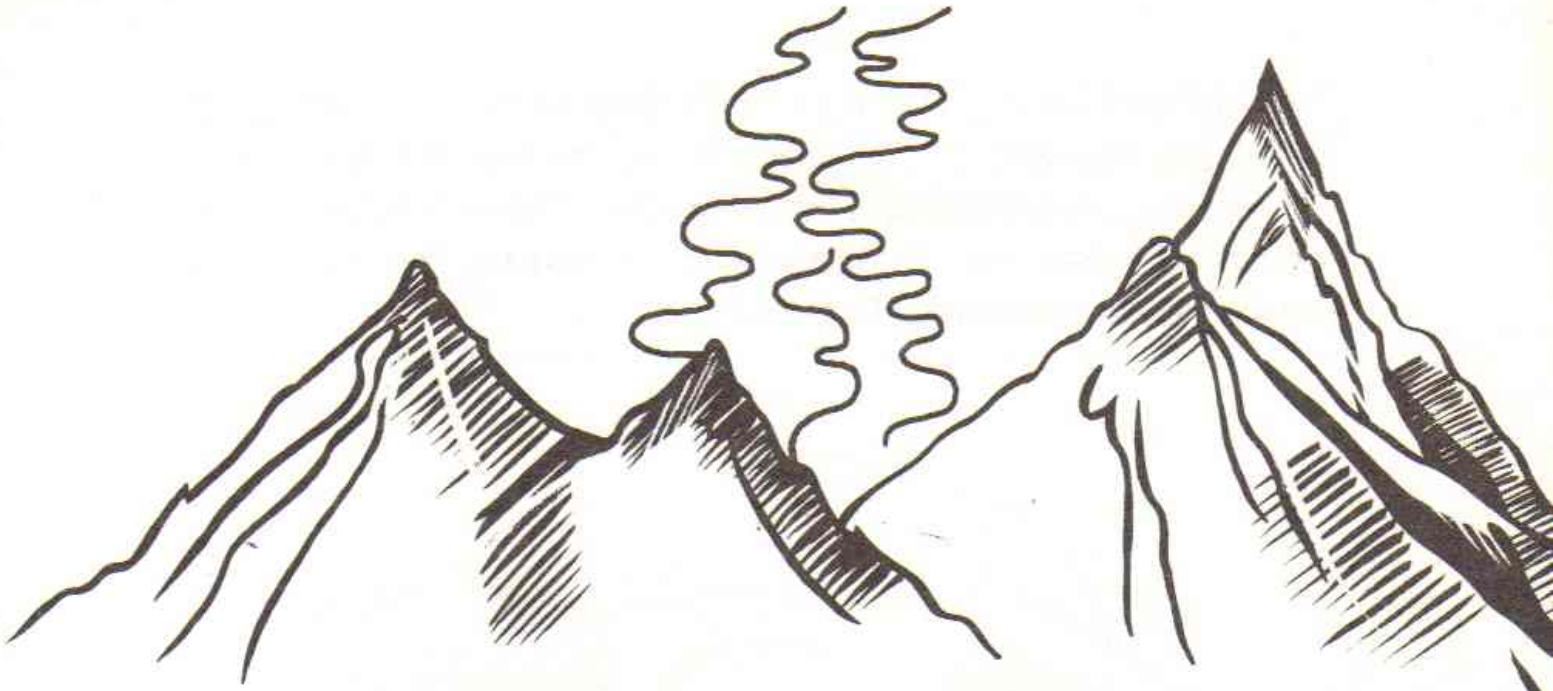
All of this happened centuries ago. In time, the trees of Evergreen Forest grew up around the stone castle. Twisted, thorny vines wrapped around the dark towers. Castle Grayskull disappeared into myth and legend to wait for the time when the knowledge it contained would be needed to save the planet.



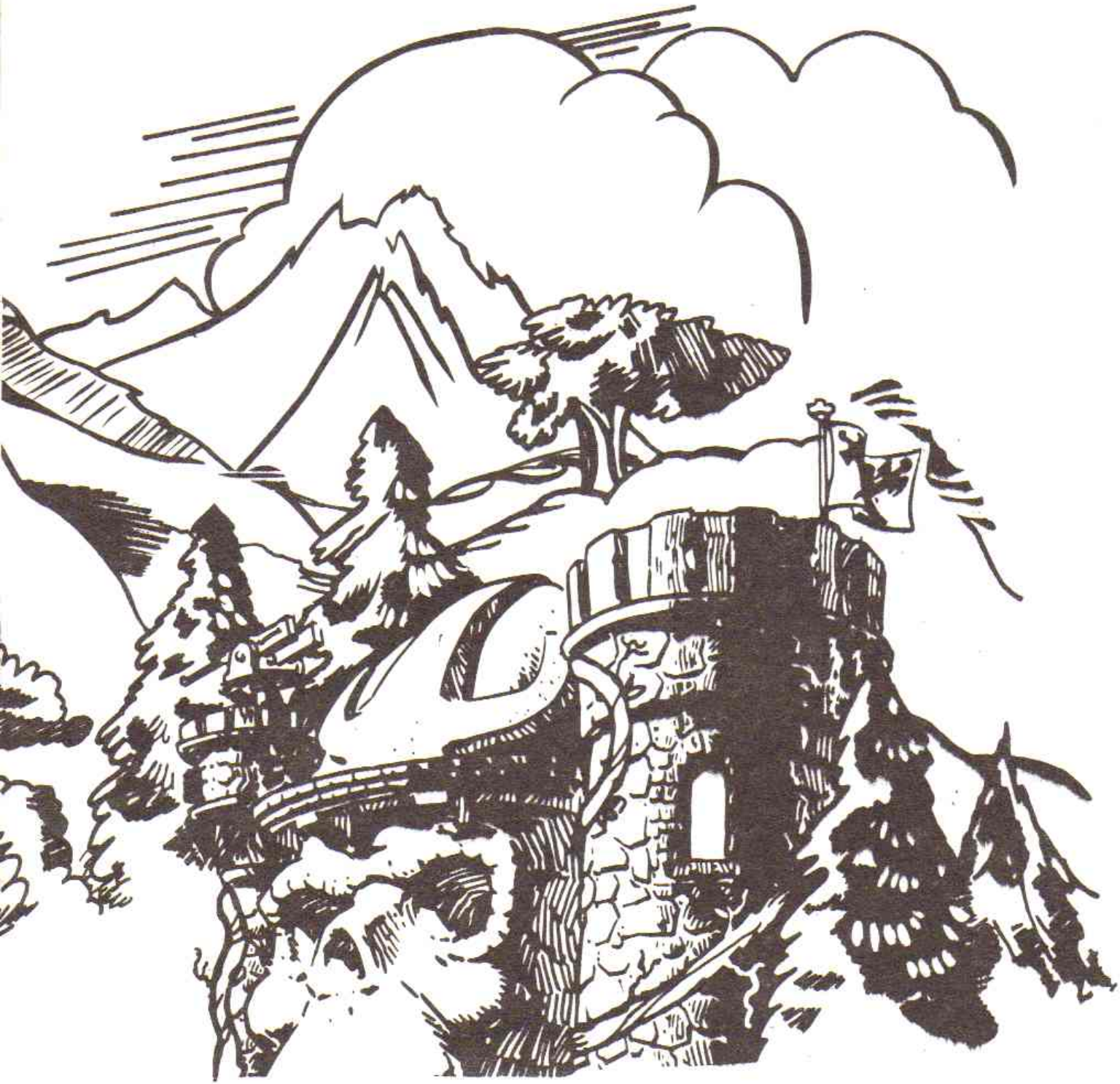
And now, that time has come. Prince Adam, son of King Randor and Queen Marlena, has been taken by his lifelong friend and companion, Man-at-Arms , to Castle Grayskull for his meeting with destiny. Once he holds in his hands the Sword of Power, he will be transformed into He-Man, the defender of the planet Eternia!



It will take all the strength and courage he can manage to fight back the evil forces which strive to overtake the planet. His enemies are powerful and cunning. There is Evil-lyn, the fearsome Beast Man, Tri-Klops and, of course, the leader of the forces of darkness, Skeletor!



Their battles will rage across the entire surface of the peaceful planet Eternia, from high in the mystic mountains full of monsters and deadly dragons to the thick Evergreen Forest whose canopy of pine hides the planet's greatest secret, Castle Grayskull



The victory will not come fast or easy. Pitted against clever and wicked opponents, He-Man will have to use all the knowledge left in his keeping by the Council of Elders so many centuries ago, if he is to save his planet from the monstrous plan of domination by Skeletor.

But win they will! He-Man and his good friends, Man-at-Arms, Teela, Man-E-Faces and Battle Cat will fight with all their strength to prove, once and for all, that they are truly Masters of the Universe!

ALL YOUR FAVORITE CHARACTERS-STORIES-SONGS

are on

LONG-PLAYING RECORDS AND TAPES

BOOK AND TAPE SETS

BOOK AND RECORD SETS

- GARFIELD
- PAC-MAN
- BUGS BUNNY
- LOONEY TUNES
- RAGGEDY ANN & ANDY
- BENJI
- MASTERS of the UNIVERSE
- SPACE SHUTTLE COLUMBIA
- 2001 SPACE ODYSSEY
- DUNGEONS & DRAGONS
- KNIGHT RIDER
- BERENSTAIN BEARS
- CARE BEARS
- MY LITTLE PONY
- MR. POTATO HEAD
- RONALD McDONALD
- ROCKY
- FLASH GORDON
- ATARI
- STRAWBERRY SHORTCAKE & FRIENDS
- THE CHIPMUNKS
- DUKES of HAZZARD
- DONKEY KONG
- G.I. JOE
- JAMES BOND 007
- PINK PANTHER
- POOCHIE
- TRANSFORMERS
- BARBIE

..and many, many more!

TALKING STORY BOOK

a delightful, entertaining way to encourage children to read

- stories that children love to hear
- beautiful full color story book
- word-for-word Read-Along books
- exciting sound effects

0 5
43948 06153

AVAILABLE ON KID STUFF RECORDS & TAPES:

- BOOK AND RECORD SETS
- BOOK AND TAPE SETS
- MUSIC, SONGS AND STORIES ON LP RECORDS AND TAPES
  All featuring your favorite characters!

KID STUFF RECORDS & TAPES,
A DIVISION OF I.J.E., INC.
450 N. Park Road, Hollywood, Florida 33021

Kid Stuff™
RECORDS & TAPES